

About the Authors

Herbert Okolowitz

Herbert Okolowitz studied philosophy, comparative literature and history of arts at the universities of Augsburg and Bologna, finishing his PhD in philosophy in 2006. He worked as poker coach and later as Head of Education at pokerstrategy.com. He started playing poker in 2007 and has been a professional poker player and PLO expert since 2011. He is the author of many strategy articles, including *PLO for Beginners*, which has been translated into 16 languages at pokerstrategy.com.

Wladimir Taschner

Wladimir Taschner, aka insyderrr on Full Tilt Poker and insyde19 on Pokerstars, originally studied Economics. He has played high stakes poker professionally since 2008 and switched from NL to PLO in 2010. Has coached more than 100 students as well as producing over 100 educational poker videos for deucescracked.com and pokerstrategy.com.

Contents

Acknowledgments *9*

Introduction *11*

Part One: The Theory of Modern PLO

1 Introduction to Game Theory *16*

Exploitative Strategy *19*

GTO Strategy *21*

Game-Theoretical Principles *23*

2 Overall Gameplan *36*

3 Pre-Flop Strategy *39*

Equity *40*

Playability *43*

Nuttiness *44*

Equity Distribution *44*

Number of Opponents *51*

Position *52*

Stack-to-Pot Ratio (SPR)	53
Initiative	57
Opponent Tendencies	59
Image	60
4 Starting Hand Selection	61
Opening ranges	62
Pre-Flop Calling Ranges	65
3-Betting Ranges	68
3-Bet Calling Ranges	103
4-Betting Ranges	108
5 Post-Flop Strategy	117
Board Textures	117
Post-Flop Lines	137
6 Mindset	148
Emotions	148
Session Management	151
Career Management	153
Bankroll Management	155

Part Two: The Practice of Modern PLO

7 Introduction	158
8 Limped Pots	160
Hand 1	162
Hand 2	169
Hand 3	176

9	Single-Raised Pots	<i>182</i>
	Hand 4	<i>184</i>
	Hand 5	<i>192</i>
	Hand 6	<i>198</i>
	Hand 7	<i>205</i>
10	Three-Bet Pots	<i>211</i>
	Hand 8	<i>213</i>
	Hand 9	<i>220</i>
	Hand 10	<i>226</i>
	Hand 11	<i>232</i>
	Hand 12	<i>238</i>
11	Four-Bet Pots	<i>244</i>
	Hand 13	<i>246</i>
	Hand 14	<i>251</i>
	Hand 15	<i>255</i>
12	Adjusting to Different Games	<i>262</i>
	How to Adjust in CAP-Games	<i>262</i>
	Deep-Stacked Play	<i>273</i>
	Hand Range Notation	<i>279</i>

Introduction

This book is designed to explain a solid and aggressive approach to today's pot-limit Omaha games, providing the basic theoretic knowledge every player needs.

The book is divided into two parts: theory and practice. This is necessary because pot-limit Omaha is so complex that you cannot just approach the game with some knowledge of general principles and game-theoretical basics. Understanding the theoretic foundations is a necessity, but you must apply your knowledge to specific situations under time pressure, and that is the problem most players will be facing.

The first part of the book contains theory that will enable you to understand the game from its principles and develop a sound gameplan. We will first provide a short introduction to game theory and its importance for today's games. Besides the exploitative approach, we will introduce and explain the idea of game-theory-optimal (GTO) play, providing an overview of the two basic game-theoretical strategic approaches to the game. Both are based on good decision making, with different goals. While the first method is designed to exploit leaks in your opponent's game and maximize value in specific spots, the GTO approach aims to develop balanced ranges and unexploitable betting frequencies overall, not allowing your opponents to gain expected value (EV) against your strategy. After discussing several game-theoretical principles, such as posi-

tional awareness, realizing equity and calculating optimal bluffing frequencies, we are heading towards the core of the theory chapter: the gameplan.

We introduce and discuss the concept of an overall gameplan as explicit strategic advice for all possible situations, including the principles of hand selection (position, equity, playability and equity distribution) and anticipating the post-flop scenario you are about to enter (number of opponents, stack-to-pot ratio, initiative, opponent tendencies). These concepts are fundamental for your starting hand selection and will allow you to construct sound and profitable ranges. We discuss these ranges in detail, beginning with standard opening and calling ranges, then the advanced and aggressive 3-bet and 3-bet-calling ranges, before concluding with sound 4-betting ranges. The equity and equity-distribution tables for all categories of starting hands (high pocket-pairs, rundowns, double pairs) against different ranges will give you the mathematical background necessary to develop your balanced pre-flop strategy.

Besides knowing the principles of pre-flop play and starting hand selection, it is absolutely necessary to understand the key aspect of post-flop play in pot-limit Omaha: the board textures. To develop a solid gameplan you must evaluate the various categories of boards in terms of suitedness, connectedness and rank, as well as their corresponding dynamics. You must approach wet, draw-heavy boards with a different betting strategy than you would dry or static boards. You will improve your game markedly by understanding why you should bet bigger on draw-heavy boards, continuation-bet at a higher frequency on static boards or play different lines in or out of position against passive or aggressive opponents. Another key aspect in reading different types of boards is their interaction with various pre-flop ranges. Whenever your range can't represent a lot of strong hands on specific boards, e.g., a tight 3-betting range on 8-7-6, you have to adapt both your betting and checking ranges against better players to avoid exploitation. Perfectly balanced pre-flop ranges will take this into account, offering complete board coverage to avoid exploitation on specific flop textures.

The mindset section at the end of chapter one should remind every player that besides the technical and strategic in-game skills, mastering emotions and tilt, along with career and bankroll management, are essential ingredients for any poker player who wants to master the game.

The second part will cover the practical approach and discuss typical situations with hand examples in depth, giving concrete advice on how to read board textures, your opponent's range and developing your own betting, raising and folding ranges in a balanced and structured way. It is fairly important not only to know and understand the theoretical framework of the game, but to apply it at the tables. Besides providing in-depth analysis of hand ranges and balanced betting lines, the hand examples for typical situations such as limped, single-raised, 3-bet and 4-bet pots will show every ambitious player how to improve his own hand analysis. We will emphasize positional awareness as well game-theoretical principles to define correct post-flop lines.

We emphasize playing with different stack sizes in the concluding chapters, "How to Adjust to CAP Games" and "Deep-Stacked Play". It is important to understand how shorter or deeper stacks influence your strategic approach and the application of concepts such as equity. While you want to base your hand selection more on an equity advantage than on playability post-flop in CAP games (which is quite obvious, since there is little room for post-flop moves), concepts like position, playability and deception are far more important in deep-stacked play.

Dividing this book into two parts was a difficult decision. We did it because we are convinced that treating theory and practice separately is beneficial to the reader. Long and abstract theoretic discussions for all possible scenarios would be hard to read, and would dilute the hard principles and theories every player should be aware of. Analyzing concrete situations, on the other hand, will not only help the reader understand how actual hands should be played in a holistic gameplan approach, but will show how the strategic and game-theoretical principles are applied.

A Note About Hand-Range Notation

This book often relies on ProPokerTools (<http://www.propokertools.com/>) to analyze hand ranges. The reader should be familiar with hand-range notation as used in ProPokerTools. This is explained in full at http://www.propokertools.com/simulations/generic_syntax.

A brief explanation – relevant specifically to Omaha and sufficient to understand all the syntax in this book – is given in the final section, *Hand Range Notation*.

Chapter Three

Pre-Flop Strategy

There is a wide variety of pre-flop styles in PLO, and unlike in Texas Hold'em, there seem to be many profitable styles possible. You can win with a very loose strategy—if you have the necessary post-flop skills—because equities run so close.

So, why bother with pre-flop decisions? Why should you care about hand selection? PLO is definitely a post-flop game, and regardless of your hot/cold equity before the flop, the game starts anew at the flop. To answer these questions, let's focus on the basics. The most important question is: what does a good pre-flop strategy achieve in the first place?

You want your pre-flop strategy to create positive expectations for your entire range. A good starting hand selection maximizes the number of profitable post-flop scenarios, where you can comfortably realize your equity and avoid tough spots and difficult decisions.

It is because PLO is a post-flop game that pre-flop decisions matter: you don't want to land yourself in numerous difficult or unprofitable spots after the flop. Pre-flop hand selection is the basis from which your profit comes.

You might say, okay, you have 40-percent equity before the flop, so you enter a post-flop situation where you often still have 40 percent and continue to the river, all the time behind your opponent's range, meaning

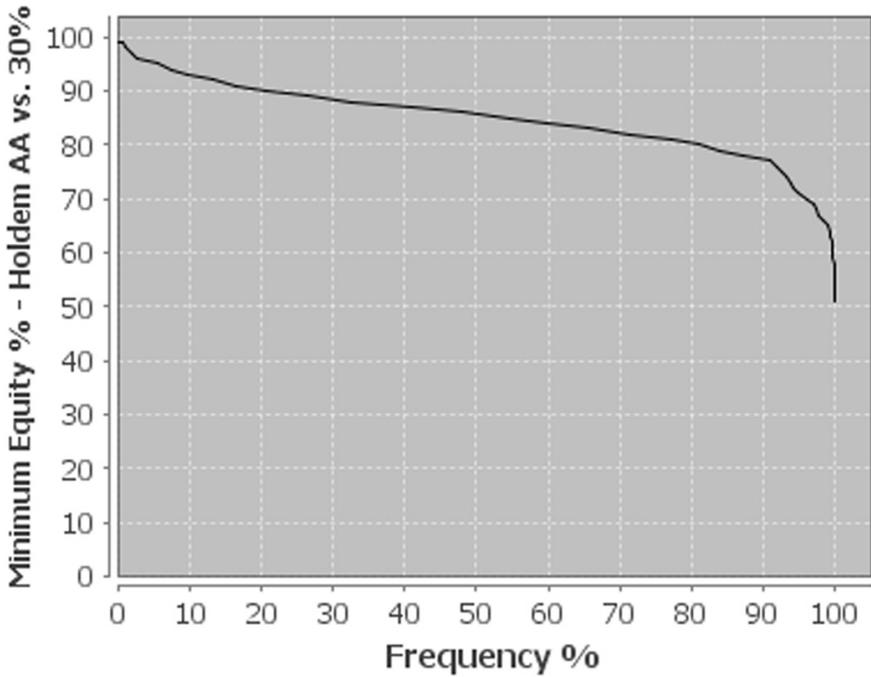
you will play correctly after the flop and still lose money. That is why you need to understand some basic ideas that help you create profitable post-flop scenarios. Understanding which factors determine the value of your starting hands will help you raise your play to a higher level. Let's examine the determining factors for hand strength in PLO. There are two keys to evaluating a pre-flop strategy.

First, you have to understand the characteristics of your hand, specifically **equity, playability, nuttiness** and **equity distribution**. These are the major concepts of starting-hand selection because they determine the absolute value of your starting hands.

Second, you have to get an idea of the post-flop scenario that you are about to enter and how your hand will perform in this situation. Several parameters influence this judgement, namely **number of opponents, position, stack-to-pot ratio, initiative, opponent tendencies** and **your image**. These values determine the relative quality of your hand after the flop. In PLO there is always a difference in hand performance before and after the flop, because PLO is a post-flop game and the board can be a huge equity shifter for all hands. You must consider this as well.

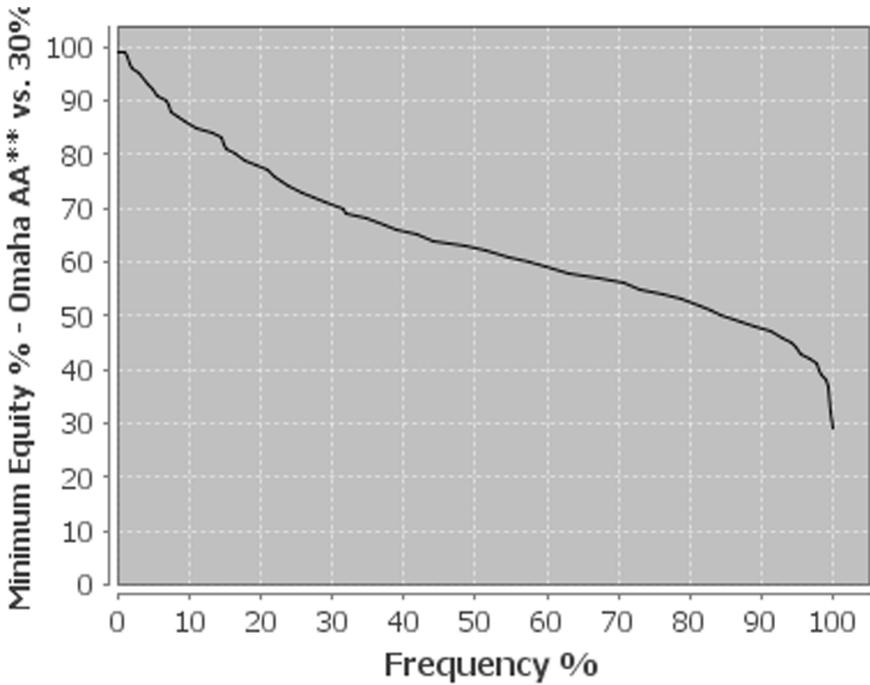
Equity

When we speak of hand strength in poker, we usually mean a starting hand's raw equity, i.e., the hot/cold equity pre-flop with no post-flop considerations. This is an indicator, but not the sole determining factor, since the flop and the later streets—especially in PLO—can be huge equity shifters, altering your chances of winning the pot. Still, equity is the most important element of hand strength, and all very good starting hands are clearly equity favorites against non-premium starting hands. You want to play hands that give you an equity advantage against your opponent in order to create profitable post-flop scenarios. Let's kick off with the premium starting hand: aces.



In Hold'em, A-A has a pre-flop equity of 85.99 percent over a 30-percent range, and this doesn't change much on the flop. Your aces still have more than 80-percent equity on 80 percent of flops, and 77-percent equity on 90 percent of flops. That means the flop didn't change the way you should play at all, since your pre-flop equity is generally preserved and you almost always still have the best hand.

Mastering Pot-Limit Omaha



Things are quite different in Omaha. Equities run closer, and your A-A-x-x is only a 65.77-percent favorite against a 30-percent range. In addition, this smaller edge isn't preserved on the flop to the extent it is in Hold'em. As you can see in the graph, your equity holds up on only 40 percent of flops. On half the flops you have approximately 63-percent equity. Although you have a coin-flip on about 84 percent of flops, this isn't as favorable as in Hold'em. The flop is more often than not a huge equity changer. You must evaluate your starting hands not only for raw pre-flop equity, but also accounting for other factors that concern post-flop playability in various scenarios.

Though for all super-premium hands with a big equity advantage this is of less importance, playability concerns are paramount for all mediocre hands you still want to play. Since PLO is a post-flop game and your money is made by creating profitable post-flop scenarios, you should first ask yourself some questions. Does your starting hand perform well after the flop and can you realize your equity? Does your hand play better mul-

tiway or heads-up? Is it suitable for high- or low-SPR spots? Can you 3-bet profitably against a guy on tilt who will ship a wide range? Can you afford to 3-bet five hands in a row, or will your opponents play back?

You must understand that pre-flop decisions aren't simply made in a pre-flop vacuum. Your starting hand selection should be influenced by factors that influence the post-flop scenario. Pre-flop is not an isolated street, but the entry point to a poker hand that ends on the river with possibly all your money in the pot. Be constantly aware that all streets are connected and all your actions must be planned. The biggest pots are usually won on the river, not before the flop.

Playability

Playability is very important in PLO, although it might not be easy to define quantitatively. Hands with great playability are usually more comfortable to play than others because your decisions are easier. You know where you stand and how to play your hand. On the other hand, especially when playing low cards and non-nut draws, you will often fear you hold dominated draws, making your play tricky on some boards.

Starting hands that lack dangles are usually quite playable; if you hit the board well, you will be drawing to the nuts and won't have to be concerned about possible domination. The same counts for high pocket-pairs. If you flop top set, you needn't fear a higher set. On the other hand, with deep stacks you must carefully evaluate low pocket-pairs, low flush draws and hands with dangles or gaps. These are risky hands to play; they offer good implied odds but run the risk of domination.

Bad A-A hands, like non suited A-A-7-2, usually play very poorly; unless you flop top set, most flops will result in a check-fold, since you cannot continue on connected boards.

In general, as regards playability, consider categorizing your starting hands by how well they perform post-flop. A hand such as K-K-7-2-r is very polarized on almost all flops, making it the archetype of a single-component hand. There are few ways to hit the flop hard. You can hit a very strong set, but you won't flop straight draws or flush draws.

On the other hand, multicomponent starting hands can make very strong hands in different ways, even combining pair value with straight and flush potential. A hand like Q-J-10-9-ds or A-8-7-6-ds can flop pairs, straight draws and flush draws, and can be a real monster with re-draws on a variety of boards. Multicomponent hands are stronger and more versatile than single-component hands in most situations, which are more limited to high-SPR scenarios due to their polarized flop potential.

Nuttiness

Earlier we discussed the importance of drawing to the nuts. Now you will learn more about what makes hands nutty and how that works out after the flop. There are two types of nut hands. First are the high pocket-pairs that flop top set most of the time, dominating other sets or pair combos. The other type consists of nut draws, whether straight draws or flush draws. You may have lost hands with K-high flushes or second-nut straights. The more players in the pot, the more you will need nutty hands almost exclusively to win at showdown. You don't always need the nuts, but the nuts are always relevant. There is a simple way to achieve this. Don't play weakish, non-nutty hands like Q-8-5-4-ds in a multiway pot with a high SPR.

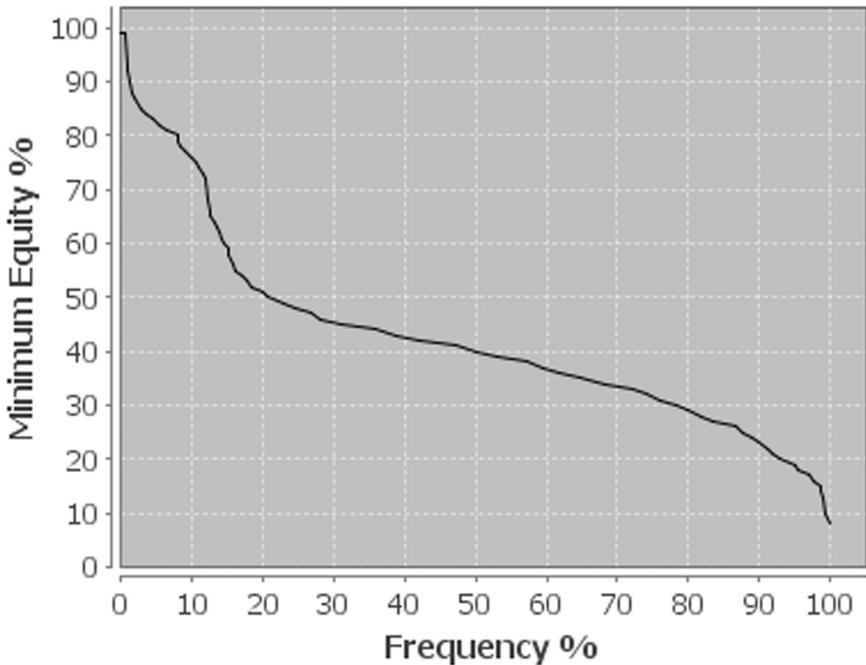
Nuttiness becomes increasingly important as the SPR and the number of players in the pot increase. We will examine this in detail in the chapter on SPR.

Equity Distribution

Starting hand selection is not only about selecting playable hands in a pre-flop vacuum. Since PLO is a post-flop game, you must always anticipate the flop constellation, i.e., players in the pot, position, initiative, etc. Bear in mind that different types of hands play differently due to their equity distributions. Some hands seldom flop well, but are very strong when they do. This is known as a polarized equity distribution. Others hit the flop more often, but tend to flop draws and made hands that are not so strong. These are called hands with a smooth equity distribution.

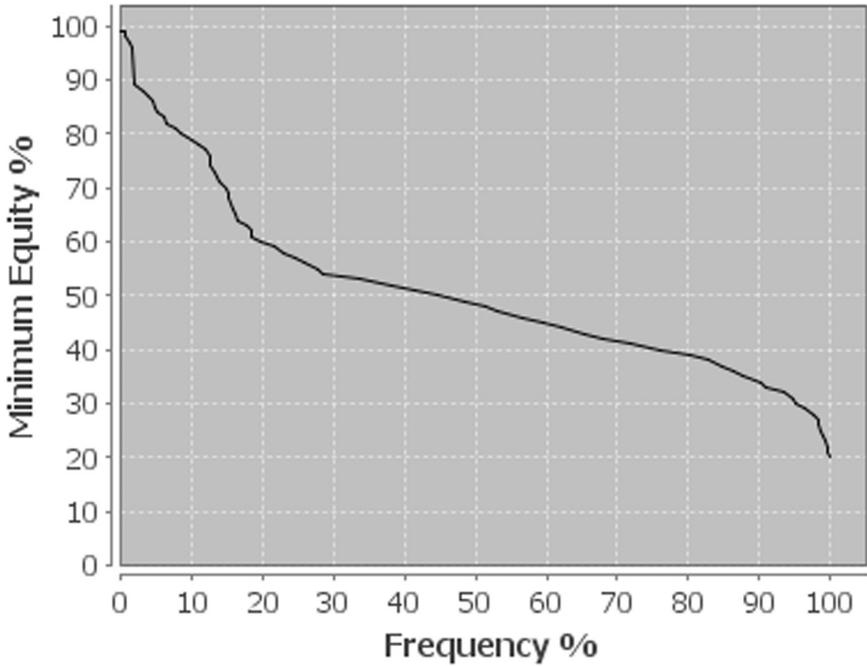
Polarized Equity Distribution

Hands with a polarized equity distribution seldom flop very well, but if they hit, they have very high equity against all other holdings. The typical hand here is K-K-7-2 rainbow, where most of the times you will win big pots if you hit a set. If you look at the equity distribution of K-K-7-2-r against different ranges, the polarity of this hand becomes very clear.



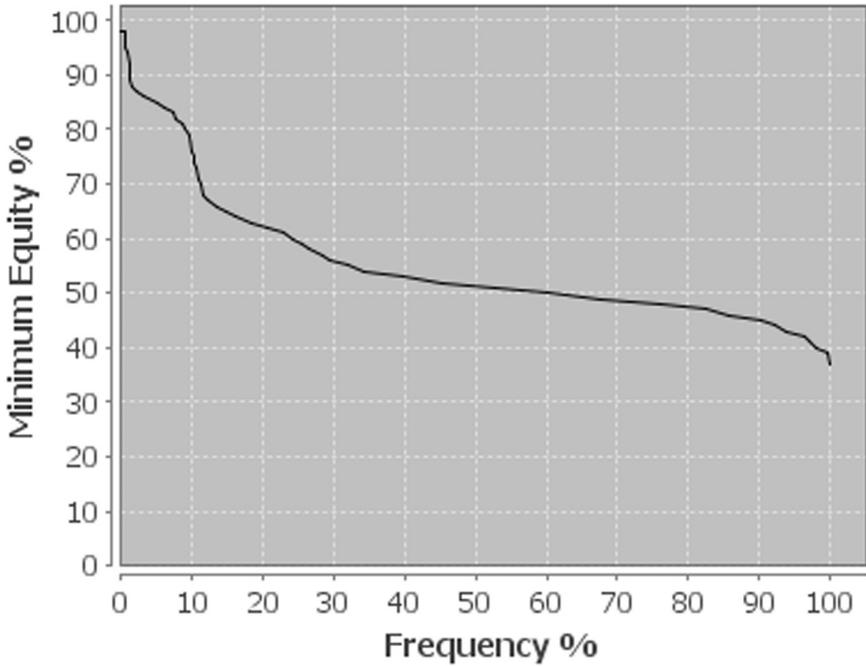
K-K-7-2-r vs. 10 Percent

Against a very tight range, K-K-7-2r doesn't perform very well. It has 50-percent only on about 22 percent of flops (if you hit a set or trips). On a few flops the equity is extremely high, whereas on most other flops the equity is rather poor, and in addition, you will have to fold very often, because the playability on a lot of flops is rather poor. The graph has a huge curve, which is quite significant for a polarized equity distribution.



K-K-7-2-r vs. 30-Percent

Against a weaker range (30 percent here) the equity distribution changes quite a lot. You have more than 50-percent equity on more than 40 percent of flops due to the high number of overpairs you are going to hit. You will have around 33-percent equity on about 90 percent of flops, which is a lot.



K-K-7-2-r vs. 100%

To complete the overview we examine the theoretical equity distribution against a 100-percent range. As you can see, the overall equity on all boards is very high due to the high-pair value of your kings. Still, on 60 percent of flops (in the range from 30 to 90 percent) you don't do better than a coin flip. This is due to the close equity distribution in Omaha in general. And a single-paired rainbow hand is always quite vulnerable to all kinds of straight- and flush-draws, and of course, two-pair combinations. Your kings have decent equity on most flops. But with two cards to come, it is always a gamble to play a single overpair to showdown.

As you can see in the charts of a typical polarized hand like K-K-7-2-r, these hands flop a huge amount of equity, especially against stronger ranges, but not very often. But when they hit, they are very comfortable playing in any situation, dominating the other hands and allowing profitable freeroll situations such as set-over-set. Hence, they are very suitable to play even multiway and in deep-SPR scenarios due to their nuttiness.

Hand 1 - Limping Behind a Limper in Late Position to Play a Multiway Pot with Nut-Suits

Pot-limit Omaha \$5-\$10

SB	(\$1,000)
BB	(\$1,145)
UTG	(\$1,654)
MP	(\$890)
CO	(\$1,450)
Hero (BTN)	(\$1,001)

Pre-flop: Hero is Button with A♥-9♣-5♠-2♥. UTG calls \$10, Hero calls \$10.

UTG is a passive, weak player and clearly is the mark at the table. It is often tempting to isolate this type of opponent very wide, especially when you are have position on him.

On the other hand, if you raise this hand pre-flop, you will be raising far too many of those weak holdings and building a big pot with no information on what the blinds will do. In this case it is nice to have an ace in your hand, making it less likely for someone to have aces and 3-bet them pre-flop. However, someone is still very likely to have big rundowns in his range, and who still has to act because nobody has raised so far.

Remember also that unless the whole table is full of very weak players, regulars will realize how light you are isolating the passive player, just based on your statistics at the table. This will encourage them to 3-bet you even lighter than they usually would. This will put you in a tough spot pre-flop where you will be forced to defend to those 3-bets too loose or be raise-fold too often.

If you are, say 200-BB deep, isolating becomes much more attractive. Your opponents will have a far stronger and more polarized 3-betting range this deep. They simply cannot 3-bet mediocre aces or kings out of

position with these stack sizes.

The main concern behind the limping strategy is that you want to play as many hands as possible, and especially this hand in position versus a weak opponent. Because you hold the nut suit, seeing the flop multiway has great implied odds if other players flop a flush draw as well.

This leads us to the question of which hands we want to limp rather than raise, and vice versa.

A rundown without a flush draw, such as Q-J-10-9, plays much better heads-up than multiway. Even if the rundown is double-suited, you don't really want to see the flop five-handed. Given how often the flop will have a flush draw, having either a non-nut draw or no flush draw at all hurts your equity a lot.

Now, compare a hand like you actually have here, A♥-9♣-5♠-2♥. When you see the flop five-way, flop just a naked flush draw on Q♥-10♥-4♦ and get all-in five-way on the flop, you are a favorite over sets, two pair and wraps.

Flop: Q♥-10♥-4♦

A♥-9♣-5♠-2♥	30.67%
Q-Q-x-x	22.81%
10-10-x-x	7.86%
4-4-x-x	6.78%
K-J-9-x	11.28%
A-K-J-9	20.57%

Your rundown, Q-J-10-9, would have flopped top two pair and a straight draw. If all the money goes in on the flop you are never in great shape, but most likely drawing to six outs, as it is too likely for one player to have top or middle set and a flush draw with a gutter or straight draw for another.

Flop: Q♥-10♥-4♦

Q-J-10-9	6.51%
Q-Q-x-x	27.54%
10-10-x-x	3.02%
4-4-x-x	14.05%
K-J-9-x	19.53%
A-K-J-9	29.32%

Instead of playing such rundowns multiway by limping or completing, you want to isolate a player and get it heads-up to the flop. Not only is the SPR much better to get the money in on the flop or turn, but as we said, running into monsters and being totally dominated by better draws occurs less often heads-up than multiway.

Now, let us look at how you want to play this hand after the flop.

Case 1: Betting When Checked to

Pre-flop: Hero is BTN with A♥-9♣-5♠-2♥

UTG calls \$10, Hero calls \$10, SB calls \$5, BB checks

Flop: (\$40) Q♥-10♥-4♦ (4 players)

SB checks, BB checks, UTG checks, Hero bets \$30

Since everyone has checked, it is rather unlikely that someone is very strong. Remember also that the blinds did not raise the limps pre-flop. By betting, you are trying to make people fold equity in the pot, such as some weak middle pair or a gutshot. Moreover, you don't really have any showdown value yet. If someone calls and you manage to hit a flush on the turn or river, you will win a bigger pot.

Here you can clearly see the power of position in PLO. If you are UTG or have players yet to act, leading becomes tricky because people behind you can call or raise to make your life tough on the turn and river.

However, because you are last to act, it is pretty difficult for the SB to continue with anything marginal in this spot. He doesn't know what the BB will do. UTG, who limped pre-flop, is capable of waking up with a strong hand, such a set or top two pair. Because of that, SB and BB, who are both regulars, will have to play straightforwardly for the most part. Therefore, they will have to muck most of their weak draws and weak made hands. They would surely be check-calling with all those hands in a heads-up pot.

Many players fear they'll be check-raised and have to fold a draw. Yes, it would be unfortunate to fold the nut-flush draw, but if you look at someone's check-raising range in this situation, you can see how poorly you perform against it.

Hero hand and equity

A♥-9♣-5♠-2♥ 28.89%

Villain range and equity

Q-Q-x-x, 10-10-x-x, K♥-Q-J♥-10 71.10%

If you do have a read that one of your opponents likes to just check-pot with any two pair or perhaps even very bad draws, then checking is the right play. By checking, you also disguise your hand somewhat. If the turn brings a flush, you can raise a lead, or call the turn and raise the river.

Overall, you want to be checking a draw with more showdown value, i.e., hands such as middle pair plus a straight or flush draw.

Case 2: Calling After the Limper Led Out the Flop

Flop: (\$40) Q♥-10♥-4♦ (4 players)

SB checks, BB checks, UTG bets \$30, Hero calls \$30, SB ... , BB ...

First, there is no reason to raise here, especially multiway. The only real reason for raising would be to charge weaker draws, but you don't even

Mastering Pot-Limit Omaha

have a pair and you'll have to fold equity if UTG decides to 3-bet the flop.

Calling encourages the SB and BB to either come along or put in a raise. As already mentioned, your equity here will rise if the hand is played multiway on future streets. So, your plan should be to call to see the turn and play it in position. If the SB or BB puts in a raise and UTG goes over the top, it becomes very read-dependent.

The blinds will usually not bluff-raise in this spot, especially being out of position. So, you can give them a pretty strong range of sets and two pair plus backup, most likely a flush draw. If UTG, who is a recreational player, puts in a re-raise, it clearly depends on how loose or tight he is. If he likes splashing around, you can come along and call. Otherwise, it becomes a fold.

Hero hand and equity

A♥-9♣-5♠-2♥ 31.39%

Villain's ranges and equity

Q-Q-x-x, 10-10-x-x, K♥-Q-J♥-10 34.26%

Q-Q-x-x, 10-10-x-x, K♥-Q-J♥-10 34.33%

This is pretty much the best-case scenario for your hand. Often an opponent holds a club, in which case your equity becomes worse.

SB checks, BB checks, UTG bets \$30, Hero calls \$30, SB folds and BB folds

So here, both blinds fold and we see the turn heads-up against UTG. Putting him on a range is a bit difficult at this point. He is a weaker player who limped pre-flop and therefore has a very wide range. He could have gone for a limp-raise pre-flop and decided to bet out the flop.

He can have aces, kings, queens and all the Broadway cards. His range also includes weaker flush draws, gutters, straight draws and weak made hands.

Pre-flop: Hero is Button with A♥-9♣-5♠-2♥

Turn: (\$100) Q♥-10♥-4♦-3♣ (2 players)

UTG bets \$70, Hero raises \$310, UTG calls \$240

On this turn you pick up a wrap along with your nut-flush draw, UTG's bet is not too weak, but neither does he pot. At this point you need to figure out if there is fold equity. If not, it becomes a clear call, but if there is any chance of UTG bet-folding this turn, raising is the way to go.

Hero hand and equity

A♥-9♣-5♠-2♥ 44.27%

Villain range and equity

Q-Q-x-x, 10-10-x-x,
Q-10-x-x, K♥-Q-J♥-10 55.73%

Against his pure value getting-it-in range you have 44.27% equity. Given the numbers, it wouldn't be a disaster to get it in right now. Moreover, it becomes a great play to raise the turn if there is any fold equity. Remember, the bigger the pot already is, the more merit there is to a bluff-raise, because you can win this money unimproved, right away.

Hero hand and equity

A♥-9♣-5♠-2♥ 45.10%

Villain range and equity

Q-Q-x-x, 10-10-x-x, Q-10-x-x,
K♥-Q-J♥-10, A-A-x-x, K-K-x-x,
K-J-x-x, J-10-9-x 54.89%

To clarify about his betting range, you are roughly 45-percent to win the hand. However, as said, your opponent should be bet-folding aces, kings, weaker made hands and weaker flush draws.

Mastering Pot-Limit Omaha

Of course, you will have to follow up by shoving the river if you get called on the turn. As for which rivers you don't want to be bluffing, there are none. Because your opponent is not a regular, you cannot predict what draws or weak made hands he will always fold on the turn, so you have to pretty much jam any river.

For instance, the river comes an ace offsuit, the flush draw bricked and K-J-x-x gets there. It would be a bad idea to jam the river here against a regular. On the one hand, you are holding the flush draw so it becomes less likely your opponent has one that is folding to a river bet. On the other hand, you do not hold a king or jack in your hand, making it more likely your opponent rivered the straight. Furthermore, a regular is not going to be bet-calling a pot-size raise on the turn with any flush draw or random, weak gutshot.

But, because your opponent is a weak, recreational player, he can have all the weaker flush draws and basically any straight draw. Of course, two pair are also still in his range, which called the turn raise because they could boat up on the river.

River (\$720) Q♥-10♥-4♦-3♣-5♣ (2 players)
UTG checks, Hero bets \$540

On top of that you need to think about how cheap your bluff can be, and it has to work only $[540/(540+720)] = 42.85$ percent of the time.

Summary

- ♠ Decide whether your hand plays great multiway or is better heads-up
- ♠ Try to see as many flops as possible against potentially weak players
- ♠ Don't bloat the pot unnecessarily with weak hands
- ♠ Be aware of how draws play in multiway pots
- ♠ Push strong draws if there is fold equity